

METHOD FOR REPRESENTING A GAME AS A UNIQUE NUMBER

ABSTRACT OF THE INVENTION

5 General procedures, applying to most any game including essentially all games played on gaming machines, convert between symbolic representations of game arrangements and numeric representations of game arrangements. The procedures utilize "ordering factors" such as game symbols and positions of such game symbols. Examples of symbols include a "Queen of Hearts" in a card game, a keno token, a cherry symbol on slot reel symbol, a checker, etc. Examples of positions include second slot reel-payline 10 3, 5th card in a poker hand, 38th position on a keno board, 21st position on a checkerboard, etc.

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